



CURRICULUM GUIDE 2013-2014

ENTERTAINMENT DESIGN AND TECHNOLOGY

Associate in Arts in Entertainment Design and Technology and Certificates of Achievement in Entertainment Design and Technology

This curriculum is designed to prepare students for the various fields of the Entertainment Design and Technology industry. Special competency areas can be directed toward lighting, audio, live event management, scenery, or costumes. The program offers Certificates of Achievement for students intending to go directly into the workplace, as well as for entertainment industry professionals desiring to enhance their skills.

Requirements for Associate in Arts Degree:

- a) Complete Major Field courses and one of the six Options with a grade of C or better.
- b) Complete Ohlone College General Education (Plan A), CSU GE (Plan B), or IGETC (Plan C) requirements. These requirements are specified in the Ohlone College catalog.
- c) Complete at least 60 degree-applicable units with a 2.0 grade point average.
- d) Complete at least 12 units at Ohlone College.

Requirements for Certificate of Achievement:

- a) Complete Major Field courses and one of the six Options as indicated below.
- b) Complete at least six units at Ohlone College.
- c) Maintain a 2.0 grade point average in Major Field courses and one of the six option areas.

Student Learning Outcomes

1. Demonstrate a basic knowledge of Technical Theatre, as it relates to sound, stagecraft, and stage lighting and as working knowledge of their chosen area of concentration.
2. Demonstrate a basic understanding of how to creatively express ideas in terms of design and operation of scenery, lighting, and sound as it relates to the entertainment industries of stage, television, and live and recorded events with a working knowledge of their chosen concentration to enter the job market.
3. Demonstrate an understanding of how Entertainment Design is an art as well as a craft that can creatively transform a given space into anything one can imagine and in that regard, have a basic knowledge of how to do that through scenery, lighting, and sound.

MAJOR FIELD

ART-104A	2D Design OR	3
ID-155A	Architectural Drafting for Interior Design	(3)
CS-101	Introduction to Computers and Information Technology	3
TD-100	Survey of the Arts	3
TD-150	Technical Theatre	3
TD-152	Introduction to Stage Lighting and Sound	3
TD-170	Survey of Entertainment Design	<u>3</u>
		18

OPTION 1: STAGE CRAFT

BRDC-142	Live TV Studio Production OR	3
BRDC-152	Film and Video Production	(4)
CS-152	Data Communications	2
TD-153	Scenic Painting	3
TD-161-164	Stagecraft Lab (Theatre, Television, Dance)	1-4
TD-171	3D Entertainment Design for Lighting	3
TD-178	Fundamentals of Rigging	2
WEX-195A1-A4	Work Experience Education - Vocational	1-4
Welding Competency*		<u>***</u>
		15-22

Total Required Units: 33-40

*The welding competency requirement may be met by successful completion (with a grade of C or better) of a welding course at any accredited institution (such as Welding Technology at Chabot College or Mission Valley Regional Occupational Program) or by obtaining a Certificate of Accomplishment from a certified professional program.

OPTION 2: COSTUMING

ART-106A	Descriptive Drawing	3
BRDC-142	Live TV Studio Production OR	3
BRDC-152	Film and Video Production	(4)
TD-154	Theatrical Makeup for Stage, TV, and Dance	2
TD-155A	Costume Construction I	3
TD-155B	Costume Construction II	3
TD-156	Theatrical Costuming	2
TD-161-164	Stagecraft Lab (Theatre, Television, Dance)	1-4
WEX-195A1-A3	Work Experience Education - Vocational	<u>1-3</u>
		18-24

Total Required Units: 36-42

OPTION 3: AUDIO TECHNICIAN

BRDC-132/MUS-113	Studio Recording	3
BRDC-142	Live TV Studio Production OR	3
BRDC-152	Film and Video Production	(4)
CS-152	Data Communications	2
MUS-112A	Pro Tools 101	3
TD-161-164	Stagecraft Lab (Theatre, Television, Dance)	1-4
TD-175	Intermediate Sound for Stage, Television, and Live Events	3
TD-176	Digital Sound Editing for Stage and TV	3
WEX-195A1-A3	Work Experience Education - Vocational	<u>1-3</u>
		19-25

Total Required Units: 37-43

OPTION 4: LIVE EVENT MANAGEMENT

BA-109B	Computerized Accounting for Small Business	1.5
BSM-101	Fundamentals of Supervision	3
BSM-102	Interpersonal Relations in the Workplace	3
TD-119	Directing for the Stage	4
TD-159	Theatre Management	3
TD-161-164	Stagecraft Lab (Theatre, Television, Dance)	1-4
TD-179	Introduction to Stage Management	3
WEX-195A1-A3	Work Experience Education - Vocational	<u>1-3</u>
		19.5-24.5
	Total Required Units:	37.5-42.5

OPTION 5: THEATRICAL AND TV LIGHTING TECHNICIAN

BRDC-142	Live TV Studio Production OR	3
BRDC-152	Film and Video Production	(4)
CS-152	Data Communications	2
TD-161-164	Stagecraft Lab (Theatre, Television, Dance)	1-4
TD-171	3D Entertainment Design for Lighting	3
TD-172	Intermediate Lighting for Stage, Television, and Live Events	3
TD-173	Introduction to Moving Lights	2
TD-178	Fundamentals of Rigging	2
WEX-195A1-A3	Work Experience Education - Vocational	<u>1-3</u>
		17-23
	Total Required Units:	35-41

OPTION 6: MOVING LIGHT TECHNICIAN

CS-152	Data Communications	2
TD-161-164	Stagecraft Lab (Theatre, Television, Dance)	1-4
TD-172	Intermediate Lighting for Stage, Television, and Live Events	3
TD-173	Introduction to Moving Lights	2
TD-174	Intermediate Moving Lights	2
TD-178	Fundamentals of Rigging	2
WEX-195A1-A3	Work Experience Education - Vocational	<u>1-3</u>
		13-18
	Total Required Units:	31-36